



Echoes of Another World

**Fan Expansion Concept for Cyberpunk 2077
based on The Witcher**

Prepared by: ANUAR LEPSIBAYEV [Anoobys_kz]



Core Idea (Logline)

When a rift opens between worlds, V meets Ciri — a fugitive from a another world. Together, they must fight the Wild Hunt, a domineering technocrat, and themselves to change the fate of two realities.





Scope & Format

Type: Story-driven DLC

Length: 20–40 hours

Structure: 3 narrative phases, 4 possible endings

Highlights:

- ❖ New Origin: “The Unknown”
- ❖ Failure states possible — the DLC, the romance, or even the campaign itself
- ❖ Ciri romance path
- ❖ Meaningful decisions and intense combat



Main Characters

V (The Unknown, new origin) - A former Wild Hunt warrior, magically enslaved and now escaped. In Night City, V is a mystery — an experiment, and perhaps a chance to break free.

Ciri - Bearer of Elder Blood, hunted fugitive, fading power. She seeks hope in a hopeless world — and someone to believe in her again.

Avallac'h – An exiled elven sage, gravely wounded but still deadly. His loyalty to Ciri never wavers. His knowledge may be your only hope

Liassara vaenn Saevriel aep Irshalaenn - General of the Wild Hunt. Ice-bound, jealous, lethal. She wants Ciri erased and Eredin's favor restored.

Vladimir Khutin - CEO of Kaukaz corporation. Obsessed with reversing time using Ciri's blood. Would burn Night City for one last chance.

Riley Shi - Agent of Cross-Reality Yottasecurity Strike & Threat Assessment Liaison (CRYSTAL). Cold and pragmatic. Sees Ciri as a threat to reality. Can be your deadliest foe or your only ally.





Phase I — Third-Degree Contact

- ❖ First encounter with Ciri and wounded Avallac'h - call from Misty, search unique blue rose in badlands, first fighting with WH hounds
- ❖ Rescue mission & CRYSTAL confrontation - searching and save Ciri from Scavs
- ❖ Choice of interaction with CRYSTAL — conflict, diplomacy or cooperation (involve betrayal of Ciri)
 - **Conflict:** *"You know what? Fuck off. You think you can blackmail me? You're not the first to want me dead — get in line behind Maelstrom, Arasaka, and the rest of the bastards."*
 - **Diplomacy:** *"Let's not rush things. Give me some time. I might have a better offer."*
 - **Betray:** *"I've got my own mess to deal with. Those two? Not my problem."*
- ❖ Hint of a cure — Avallac'h suggests the biochip may be neutralized, though nothing is certain

Themes: tension, mystery, fragile hope



Phase II - Feeling Through the Dark

- ❖ Search for information about the Wild Hunt's allies - the Kaukaz corporation
- ❖ Player forms alliances:
 - *Moxes - gang war against Tyger claws*
 - *CRYSTAL (if the player choose diplomacy)*
- ❖ Portal closings
- ❖ Fixer gigs with or without Ciri
- ❖ Optional Ciri side arcs: addiction, memories, and Gwent deck recovery
- ❖ Wild Hunt flashback (play as Ciri) - save Avallac'h run away from Wild Hunt
- ❖ Hand-to-hand tournament (optional superfinal: V vs Ciri)
- ❖ Builds trust with Ciri (romance possible)

- ❖ Moral dilemmas

Themes: bonds, conflict, branching futures

Phase III — Madness & Frost

- ❖ Massive final assault on Kaukaz base* to prevent nuclear strike for Night city - play as V and Ciri, a challenging three-round fighting against Khutin and his allies (tank, Wild Hunt, gunship)
- ❖ Wild Hunt confrontation
 - Closing The Great portal* - death of allies
 - Final combat against Liassara - a challenging three-round fighting, revealing Liassara's motivation and internal conflict, *unique scene for V – The Unknown origin (uncovering V' past and choice — trust or defy Liassara's false intentions)*, decision: take her magic key or refuse it, spare or execute her
 - **Combat starting:** *"I won't be his queen... but I'll become a legend of fear. Your terror — my bitter prize."*
 - **V past:** *"You don't remember. They erased you... You weren't nobody... You were stronger than most."*
 - **Magic key:** *"This is not a weapon. It's a chance. Older than Lara herself. It is called Aen Ithlinnesil... the Silver Boat. He always returns to the beacon called home... Even you, Zireael."*
 - **Spare:** *"Live... without Eredin? Without purpose?"*
- ❖ Ciri and Avallac'h fate decided by the player - go to the world of The Witcher or stay in Night City, for now
- ❖ **Arasaka tower optional climax:** 2 possible options - with the help of Yorinobu Araska or not

*player can choose allies - Mox, C.R.Y.S.T.A.L, Max-Tac, Afterlife Mercenaries
Themes: struggle, destiny... and a final chance at salvation?*



Endings Overview

Ending Name	Requirements	Outcome Description
Game Ending: Fireflies	High Ciri affinity + accept Liassara's help	V healed in Brokilon Forest into the Witcher world, returns 4 years later as legend
DLC ending: Witcher Mercenary	High Ciri affinity + reject Liassara's help	Ciri stays in Night City as a mercenary
DLC ending: Shadow of Ihuarraquax	Low Ciri affinity + reject Liassara's help	Ciri leaves with unicorn Ihuarraquax, alone
DLC ending: Paths Diverged	Accept Liassara's help regardless of your relationship with Ciri	Ciri and Avallac'h use the Silver Boat to escape through a portal back to the Witcher's world, pursued by Eredin Break-Glass. V remains alone in Night City.



Why CDPR Should Make It

- *The ultimate fan dream: Ciri in Cyberpunk. Long requested. Long teased. Now fully realized.*
- *Canon-driven crossover: Built on in-game lore from The Witcher 3 and Cyberpunk 2077. No lorebreaking. Only payoff.*
- *Character evolution with purpose: A meaningful arc that transforms Ciri — from a broken runaway to a resilient, sharp-edged force of nature. Fully earned. Fully felt.*
- *Choice-driven design: Every player's decision triggers real consequences. No fake forks. No cosmetic outcomes.*
- *Emotional depth: Narratives that hit hard — grief, trust, recovery, betrayal. And for those who earn it — romance, loyalty, and legacy.*
- *Magic meets metal: A crossover that dares to merge tech with chaos, chrome with elder blood. Unique, yet grounded in both worlds.*
- *Post-Phantom Liberty momentum: The DLC expands endgame content without retconning — enriching Night City while honoring its scars.*
- *Massive marketing potential: CDPR unites its universes. Headlines write themselves. Sales follow.*
- *Thematic continuation: Just like Blood and Wine. Just like Phantom Liberty. One last ride — this time through fire, frost, and code.*
- *Rich ground for future expansions and spin-offs*



Unique Gameplay Features

- ❖ New Origin: “The Unknown”
- ❖ Romance path with Ciri
- ❖ Optional failure states (including DLC loss)
- ❖ Portal mini-quests, hand-to-hand tournament
- ❖ CRYSTAL and Moxes alliance mechanics





Future Potential

CRYSTAL as a Cross-Game Faction

The new interdimensional group CRYSTAL can return in future Cyberpunk stories — as an antagonist, covert ally, or a lore-connected bridge between universes.

Lore Integration via Collectibles

Certain shards and other items enrich the universe and encourage narrative exploration. Future expansions can build on them as in-world myths or encoded memory relics.

Romance System Evolution

Ciri's path introduces a player-driven, emotionally reactive romance model — one that could inspire how future CDPR relationships are designed across titles.

Legacy Systems and Replay Hooks

The player's alliances, choices, and endings may motivate replayability and help shape the world-state in future content — or even carry over into Cyberpunk sequels, laying the groundwork for persistent universe consequences.

New Origin: "The Unknown" - app. 1

A custom game start. A forgotten past. A hidden power.

"Name. Face. Memory. All gone. Only instinct — to run, to breathe... to kill. You're not street kid. Not corpo. Not nomad. You're a scream torn from the fog. **You are the Unknown.**"

- ❖ **Location:** Underground lab, fire, alarms, dead scientists
- ❖ V wakes in a sealed cell — trembling, lost? A whisper echoes: "d'hoine..."
- ❖ Escape: stealth or violence, Valentinos looting the lab, then — saved by Jackie Welles.
- ❖ V has no memory
- ❖ Ciri senses something unnatural
- ❖ Liassara may exploit this bond
- ❖ Deep Lore Hook:
 - V was once a Wild Hunt warrior, magically enslaved
 - Freed during Liassara's shift into Night City
 - Captured and tested by corpo agents
- ❖ What This Origin Brings:
 - Unique prologue and narrative arc
 - New bridge between Cyberpunk and Witcher worlds

